

NTR-AC2E-USA

PIRATES
of the
CARIBBEAN
DEAD MAN'S CHEST



NINTENDO DS™

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠️ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠️ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠️ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠️ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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LICENSED BY



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GETTING STARTED

- 1 Make sure the POWER switch is **OFF**.
- 2 Insert *Pirates of the Caribbean: Dead Man's Chest* Game Card into the Nintendo DS™ slot.
- 3 Turn the POWER switch **ON**.
NOTE: Pirates of the Caribbean: Dead Man's Chest Game Card is designed for the Nintendo DS™ system ONLY.
- 4 Please read and accept the Health and Safety screen by touching the bottom screen.
- 5 If the game does not automatically launch, select the *Pirates of the Caribbean: Dead Man's Chest* game icon from the DS launch screen.



CONTROLLING THE PLAYER

+Control Pad Move

A Button Interact/Throw

Use this to pick up objects, throw held objects, flip switches, and perform other actions in game.

B Button Kick

X Button Jump

Y Button Primary Attack

R Button Block

L Button + R Button Signature Move

R Button + Control Pad Evade Enemies

START Pause

Touch Screen Controls mini games. Functionality varies.



INTRODUCTION

Captain Jack Sparrow is caught up in another tangled web of supernatural intrigue:

It turns out Jack owes a blood debt to the legendary Davy Jones, Ruler of the Ocean Depths, who captains the ghostly Flying Dutchman.

Unless the ever-crafty Jack figures a cunning way out of this Faustian pact, he will be cursed to an afterlife of eternal servitude and damnation.



MAIN MENU

Use the **+Control Pad** to highlight an option, and press the **A Button** to select it. At any time, you can press the **B Button** to go back to the previous menu.

Single Player

Load a Game ... Select a save slot to continue play. Select an empty slot to begin a new game. Press the **X Button** to erase a previously saved game.

Cooperative

Host Wireless Game ... Allows you to act as host in the creation of a new game session. Once a game is created, other players can see your game and join in.

Join Wireless Game ... Searches for and displays a list of available games. Select a game using the touch screen to join.

Options

Sound ... Allows you to adjust the effects and music volume.

Language ... Allows you to change your language selection. The default is based on the individual settings of your DS.

Credits ... Watch the credits sequence.



THE GAME INTERFACE

Top Screen



Health Meter

The red bar next to your character's portrait displays your health. A warning will sound when your health meter is almost depleted. You can increase your base health by finding 1 of the 4 hidden health chests in the world!

Savvy Meter

The blue bar beneath your health tracks your character's Savvy. Savvy is required to complete signature moves.

Bottom Screen



Gem Count

Every location features 4 hidden gems. Collecting all 4 will unlock a powerful new combo attack for your characters.

Gold Count

Gold can be found in some smashable objects and is sometimes left behind by some enemies. Visit the Unlockables Store to trade your gold for valuable new features and concept art from the film!

Current Weapon

Your default weapon is the Cutlass, but the world is full of more powerful weapons that can help you along the way.



SAVING AND LOADING

Autosaves

The game auto saves at the beginning of each new map and each time you visit Location Select. A small "Game Saved" message is displayed in the lower right of the screen after a successful save.

Loading A Game

When you load a game, you have several options for continuing play:

Quick Start ... Brings you directly to the location of your last save, even if it was in the middle of a location. This works great for picking up right where you left off.

Location Select ... Brings you to the location select screen, which allows you to start at any location you've unlocked through the course of a game.

Unlockables

Trade in the gold you've collected for exciting new features!

Minigames

Play a quick minigame and practice your skills!

***NOTE: If you start a new location, you'll lose your previous Quick Start information. Make sure you've done everything you need to do before moving to a new location!*



BASIC PIRATE MOVES

Attack (Y Button) Attack with your sword or whatever temporary weapon you are carrying.

Kick (B Button) Damage an enemy with a kick. Kicks are less powerful than a standard attack, but they may knock an enemy down or stun him.

Interact (A Button) Many objects in the world can be picked up, thrown, or activated using the Interact action. Most of these objects will display an icon when you stand next to them.

Jump (X Button) Jumping can help in evading attacks and in leaping over small steps or gaps.

Block (R Button) Use blocking to defend against many attacks.

Evade (R Button + Control Pad) Quickly roll away to avoid an attack.



BASIC COMBO MOVES

Basic Attack Combo... Y Button, Y Button, Y Button

Jump Attack... X Button, Y Button

Jump Kick... X Button, B Button

Signature Move... L Button + R Button

If you have enough Savvy in your Savvy meter, you can perform a signature move. Jack, Elizabeth and Will have unique and powerful Signature Moves to get them out of particularly tight spots!



ADVANCED COMBO MOVES

As you progress through the game, you'll unlock even more powerful combo attacks that you'll need in your arsenal to work your way through the Caribbean. Look for the **4 hidden gems** in each location to unlock the rarest, most powerful moves.

To see a list of all of the advanced combos you've unlocked, press **START** while playing to pause the game, then select "Combos" from the Pause menu.



WEAPONS

While you'll always have your trusty cutlass, there are countless other weapons at your disposal in the Caribbean – if you see it, you can probably use it! Press the **A Button** to pick up a weapon and press the **Y Button** to attack. Most weapons disappear after a short period of time.



Torch

Find a nearby fire pedestal to light your torch and wield a powerful flame! Lit torches can be used to burn obstacles and will deal extra damage.



Pistol



Parasol



Blunderbuss



Femur



Frying Pan



Mace



Spear



Cleaver



Axe



POWER UPS



Red Grog

Replenishes some of your health.



Blue Grog

Replenishes some of your Savvy.



Gold

Comes in varying amounts and containers. Collect it to unlock new functionality!



Health Chest

Permanently increases your health.



Once you have beaten the final enemy in a location (like Port Royale), you can replay that location and search for that location's character statue. Collecting the statue will unlock an enemy from that area as a playable character.



THROWABLE ITEMS

Throwable items are quick and dirty tools of piracy. Pick them up. Chuck them. It's that simple! Thrown items are projectile weapons that may knock down an enemy. Press the **A Button** to pick up throwable items and press the **A Button** again to throw them!



Crate

Throw them. Break them. Break them. Throw them. But what's inside?



Barrel

Not just decoration!



Water Bucket

If it gets too hot for you in town, use this to make a splash.



Chicken

Pick 'em up. Throw 'em. Stun enemies. Why not?



Bottle

Believe it or not, these are everywhere!



Coconuts

Throw them from afar. You aren't going to eat them.



Skull

Go on, throw it! It's not your skull.



HEALTH



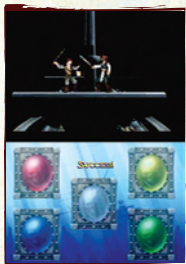
If your health starts dropping, it's time to go looking for some much needed grog! If your health is depleted, you will perish and will have the option to restart from the beginning of the map you were playing.

In Cooperative play, if one player loses all of their health, the remaining players can revive the fallen partner by standing next to them and pressing the **A Button**.



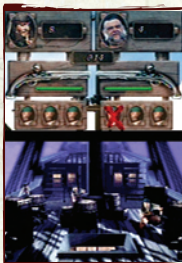
MINI GAMES

The mini-games featured in *Pirates of the Caribbean: Dead Man's Chest* are fun arcade-like experiences that focus on pick up and play mechanics. Each game has a different style of play – so be prepared!



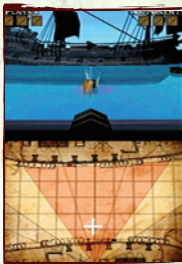
Walk the Plank

Use your wit and your reflexes to swordfight against your opponent! Watch the sequences on the bottom screen, then input them accurately to deal powerful blows that push your opponent closer to peril.



Shoot the Monkey

Jack the (undead) Monkey is terrorizing the crew of the Black Pearl yet again! Jack Sparrow and Gibbs are going to show that monkey what for in a little shooting contest.



Boom Barge

What can you do in a sea battle when the wind has died and you're out of shots? Fire whatever's left at crates of gunpowder in the ocean, of course! Use your cannon to fire boxes into the opposing ship. Be the last ship standing to win!



MULTIPLAYER CO-OP

Two players can connect over the Nintendo DS wireless ad-hoc network and play through the complete story campaign cooperatively. In addition, each of the mini-games is multiplayer enabled so players can compete in fast-paced, two-player, head-to-head action!

To enable the multiplayer mode, each player must have a Nintendo DS and a *Pirates of the Caribbean: Dead Man's Chest* DS Game Card.

Cooperative Story Campaign

The entire single player campaign can be completed cooperatively by two players. A separate multiplayer save slot is available so that the host player can save their progress in a cooperative game and continue later. However, the Quick Start option is not available in multiplayer play – players must always begin at the beginning of a location.

Mini-Games

For a more condensed experience, players can compete **head-to-head** in the stylus-driven mini-games featured between locations in the single player story campaign.